



TEAM PARTICIPATION AGREEMENT

**ORARA VALLEY AXEMEN 7'S TOURNAMENT SATURDAY JANUARY 26
& SUNDAY JANUARY 27 2008**

Please complete all sections of this form.

CLUB NAME: _____

TEAM NAME: _____

ADDRESS: _____

CONTACT: _____ **PHONE:** _____

EMAIL: _____ **FAX:** _____

- I wish to book a team place in the 2008 Orara Valley Axemen Sevens and agree to the **REGISTRATION FEE OF \$550.00**
- I agree to accept any terms and conditions outlined in the **Tournament Rules and Regulations** and the **Code of Conduct** information sheets accompanying this registration form along with any further conditions that may be set down by the tournament owner (ie. Orara Valley Axemen Rugby League Football Club).
- Attached is a cheque for **\$550.00** made payable to Orara Valley Axemen Rugby League Football Club

Signature: _____ **Name:** _____

Date: _____ **Position:** _____

A COMPLETED COPY OF THIS FORM AND FULL PAYMENT MUST BE RECEIVED BY MONDAY THE 03 DECEMBER 2007 IN ORDER FOR YOUR CLUB'S APPLICATION TO BE CONSIDERED.

Contact: Joe McMenemy (p) 02 66543410 (M) 0427543410 Email: joe@oraravalleyaxemen.com

Please Note: A tax invoice will be issued upon receipt of payment. All Team Participation Agreement forms and registration fees should be posted to:

**ORARA VALLEY AXEMEN'S SEVENS TOURNAMENT
ATTENTION: JOE MCMENEMY
PO BOX81
CORAMBA NSW 2450
(ABN: 43184622983)**



RULES

ORARA VALLEY AXEMEN 7'S TOURNAMENT SATURDAY JANUARY 26 & SUNDAY JANUARY 27 2007

TOTAL PRIZE MONEY \$22,500.00

**FIRST PRIZE \$12,000.00
SECOND PRIZE \$3,000.00
THIRD PRIZE \$2,000.00
FOURTH PRIZE \$1,000.00**

**BEST PERFORMING COUNTRY TEAM \$1,000.00
RUNNER UP BEST PERFORMING COUNTRY TEAM \$500.00**

**WINNER PLATE FINAL \$500.00
RUNNER UP PLATE FINAL \$250.00**

THE RULES

THE TOURNAMENT

- The tournament is open to all clubs.
- Clubs who have not paid their registration fees for any previous tournaments will not be eligible.
- All teams are to be registered with the Country Rugby League or equivalent governing league bodies.

FOR INSURANCE PURPOSES

- All teams are to be registered with the Country Rugby League or equivalent governing league bodies.
- All players must be registered with their clubs and it's governing body.
- The tournament will be played with a minimum of 32 and a maximum of 40 teams.

ENTRY FEE

- Will be \$550.00 for each club.
- The first 40 teams to pay will be playing in the tournament.
- All games will be played under international Seven's rules.

TROPHIES

- Player of the tournament – National and International
- Highest point scorer

NOMINATIONS

- Nomination forms and entry fees to be in by 03 December 2007.
- All teams to send a list of player's names and full description of team colours two weeks before tournament for programs and advertisements.



NOMINATION FORMS

- Nomination forms are available at www.oraravalleyaxemen.com or by contacting the secretary:

Orara Valley Axemen Rugby League Football Club
PO Box 81
Coramba NSW 2450

FOR MORE INFORMATION CONTACT

- Hans Vanderdonk - Secretary
(p) 02 6653 8458
(m) 0427 327 431
(f) 02 6653 8457
(e) hansdonk@bigpond.com
- Joe McMenemy – Assistant Secretary
(p) 02 6654 3410
(m) 0427 543 410
(f) 02 6654 3766
(e) joe@oraravalleyaxemen.com

FORMAT

FOR A 40 TEAM DRAW

- Teams will be broken up into 10 groups of 4.
- Each team to play 3 games in each group with the top team in each group to advance to the next round.
- Next 6 teams with the best 'for and against' go through to the next round.

FOR A 36 TEAM DRAW

- Teams will be broken up into 9 groups of 4.
- Each team to play 3 games in each group with the top team in each group to advance to the next round.
- Next 7 teams with the best 'for and against' go through to the next round.

FOR A 32 TEAM DRAW

- Teams will be broken up into 8 groups of 4.
- Each team to play 3 games in each group with the top 2 teams in each group to advance to the next round.

THE DRAW

- Top 10 teams will be seeded.
- Remaining teams randomly drawn and placed in groups of 4.
- The draw will take place in Coffs Harbour on Friday, January 18th, from 6pm – 9pm at a venue to be confirmed.
- Best performing country teams will be determined at the conclusion of play on day 1.



- The Plate Final will take place on day 2. All teams who do not qualify for the final 16 will be eligible to play off for the Plate Final.

PLATE FINAL

- Remaining 24 teams who do not make it to the Finals on day 2 will play for the Plate on Day 2.
- Winning teams advance and losing teams are knocked out. When the draw has 3 teams remaining, the team with the best F/A will be given a place in the Plate Final whilst the remaining 2 teams will play off for the second spot.

PLAYER REGISTRATION DECLARATION FORM

- This form is to be filled in before your team takes the field on day one. All fifteen players to play in the tournament must be on this form. Once the form has been handed into tournament officials, you cannot add any more players due to injuries.

THERE WILL BE NO EXCEPTIONS TO THIS RULE.

RULES AND PENALTIES

- One official from each club to attend a meeting one-hour before start of first games on both days.
- All games to start with a drop kick from half way.
- Two officials from the host club to be present at all games.
- All teams to sign team sheets before each game.
- All teams to be ready at kick off.
- There will be a five-minute break between the end and start of each game.

IF A TEAM IS NOT ON THE FIELD

- If a team is not on the field at kick off time after referee blows time on they will forfeit the game.

EACH TEAM

- Each team to have a maximum of 15 players for the tournament.
- Each team to have no more than 12 players for each team.
- If teams do not have numbers on jerseys, they will not be eligible to play.
- All teams to play in full uniform numbered 1 – 15.
- Host club will have a set of neutral jerseys in the event of team colours clashing.

INTERCHANGE

- Will be unlimited in all games

SIN BIN

- If a player is sent to the sin bin it will be for a 3-minute period.
- The player will stand at the opposite end of the field behind the dead ball line.

SEND OFF

- If a player is sent off he will face a judiciary immediately after the match.



- Judiciary will consist of 2 x members from the host club and a non-officiating member of the referee's executive.

YOU CANNOT SCORE

- You cannot score after the half time or full time siren.

IN THE EVENT OF A DRAW

- In the event of a draw between two or more teams at the end of the first round draw the team with the best F/A will advance;
- Or the team with the most try's to advance;
- Or the team with the most bonus points to advance.

TEAMS KNOCKED OUT

- Once a team is knocked out of the tournament no player from a losing team is allowed to play for another team who is still in the tournament.

GAME TIMES – DAY 1 (SATURDAY) ROUND MATCHES

- Games to go for fourteen minutes, consisting of 2 seven minute halves
- Halftime break to be one minute.
- There is no time off for injuries.

FINALS – DAY 2 (SUNDAY) GAMES

- Games to go for fourteen minutes, consisting of 2 seven minute halves
- Halftime break to be one minute.
- Injury time allowed.

GRAND FINAL – DAY 2

- Games to go for twenty four minutes, consisting of 2 twelve minute halves
- Halftime break to be two minute.
- Injury time allowed.

POINTS

- Four points for a try.
- Two points for a goal.
- One point for a field goal.

WINNERS

- Two points for a win
- One point for a draw
- A bonus point will be on offer if a team scores 5 tries or more in their group games.

FINALS

- Finals will consist of 16 teams with the winners advancing to the semi finals.
- The semi finals will consist of 8 teams with the winners advancing into the major finals.
- Winners of major finals to advance to the final
- A play off between 3rd and 4th will take place before the final.
- The Plate Final will take place on day 2. All teams who do not qualify for the final 16 will be eligible to play off for the Plate Final.



BEST COUNTRY TEAM

- The top 2 ranked place getters determine the best country team, after day 1 of competition.

IN THE EVENT OF A DRAW (FINALS)

- The golden point rule will apply.
- After the toss of a coin the winning captain will have the option to kick off or receive. The other team will choose the end.

THE HOST CLUB WILL HAVE THE FINAL SAY ON ALL MATTERS.



BEHAVIOUR CLAUSE

ORARA VALLEY AXEMEN 7'S TOURNAMENT SATURDAY JANUARY 26 & SUNDAY JANUARY 27 2007

1.0 COMPETITORS

- 1.1 At all times you must comply with the ARL/CRL competition rules as well as the supplementary rules of the competition in which you participate.
- 1.2 You are responsible for your own conduct as well as the conduct of any person associated with you, including team members and supporters.
- 1.3 Most officials give their time freely to ensure that tournaments are conducted efficiently and that rules are applied fairly. You should avoid public argument with officials. If you disagree with a decision, you should approach the official quietly to determine how the decision was reached.
- 1.4 Verbal and/or physical abuse of officials or other competitors and deliberately distracting or provoking others, whether on or off the field is not acceptable or permissible behaviour.
- 1.5 Treat all other competitors in a respectful and courteous manner.
- 1.6 Demonstrate appropriate social behaviour by not using foul or derogatory language.
- 1.7 Compete within your skill set. Only try to extend these skills when there is no likelihood of danger to any other person and personal risk is controlled.
- 1.8 At all times follow all reasonable directions given by tournament officials that are within the framework of the Orara Valley Axemen 7's Tournament Rules and supplementary rules of the competition in which you are participating.
- 1.9 Respect an official's decision. Of you disagree with an official, raise the issue through the appropriate channels. Do not question the officials judgement/honesty in public.
- 1.10 Support all efforts to remove verbal and physical abuse from sporting activities.
- 1.11 Recognise the importance and value of volunteers. They give their time to provide recreational activities for you and others and deserve your support.
- 1.12 Follow the advise of a physician when determining if an injured competitor is ready to recommence training or competition.
- 1.13 Understand the repercussions if you breach, or are aware of any breaches of, this Code of Conduct.

2.0 OFFICIALS

- 2.1 Be consistent and objective al all times.
- 2.2 Understand the purpose of the rules of competition.



- 2.3 Be co-operative and understanding in the interpretation and application of rules or any penalties.
- 2.4 Make a personal commitment to keep informed of sounds officiating principles and rule updates.
- 2.5 Ensure behaviour is consistent with the principles of good sporting behaviour. Actions speak louder than words!
- 2.6 Condemn unsporting behaviour and promote respect for all competitors.
- 2.7 Ensure the 'spirit' of competition is maintained.
- 2.8 Avoid the use of derogatory language based on gender or race.

3.0 SPECTATORS

- 3.1 Respect the decisions of officials.
- 3.2 Condemn the use of violence in any form, whether it is by other spectators, coaches, officials or competitors.
- 3.3 Show respect for all opponents. Without them, there would be no competition.
- 3.4 Encourage competitors to follow the rules and the officials' decisions.
- 3.5 Do not use violence, harassment or abuse in any form (ie, do not use foul language, sledge or harass players, coaches, officials or other spectators).
- 3.6 Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

4.0 GENERAL CODE OF CONDUCT

- 4.1 Respect the rights, dignity and worth of others.
- 4.2 Be fair, considerate and honest in all dealings with others.
- 4.3 Be professional in, and accept responsibility for, your actions.
- 4.4 Make a commitment to providing quality service.
- 4.5 Be aware of, and maintain an uncompromising adherence to, the NRL/CRL's standards, rules, regulations and policies.
- 4.6 Operate within the rules of the sport including national guidelines, which govern NRL/CRL and affiliated clubs.
- 4.7 Do not use your involvement with the NRL/CRL to promote your own beliefs, behaviours or practices where these are inconsistent with those of the NRL/CRL or an affiliated club.
- 4.8 Demonstrate a high degree of individual responsibility, especially when dealing with persons under 18 years of age, as your words and actions are an example.
- 4.9 Avoid unaccompanied and unobserved activities with persons under 18 years of age, wherever possible.
- 4.10 Refrain from any form of harassment of others.
- 4.11 Refrain from any behaviour that may bring the NRL/CRL or affiliated clubs into disrepute.
- 4.12 Provide a safe environment for the conduct of the activity.
- 4.13 Show concern and caution towards others who may be sick or injured.
- 4.14 Be a positive role model.



COMPLAINT RESOLUTION PROCEDURE

